

GAME BOY ADVANCE

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INSTRUCTION BOOKLET



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WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



SPYRO: SEASON OF ICE™

Table of Contents

| | | | |
|----------------------------|----|--------------------------|----|
| Getting Started | 5 | Friends of Spyro | 14 |
| Controls | 6 | Spyro's Moves | 16 |
| Spyro The Dragon | 7 | Spyro's Health | 17 |
| Sparx the Dragonfly | 7 | Fodder | 18 |
| The Season Of Ice | 8 | The Atlas | 18 |
| Saving the Fairies | 9 | The Pause Menu | 19 |
| Worlds, Realms and Portals | 10 | Saving and Loading Game | 19 |
| Gems | 11 | Like the Game So Far...? | 20 |
| Speedways | 12 | Credits | 21 |
| Sparx Rounds | 13 | | |

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Getting Started

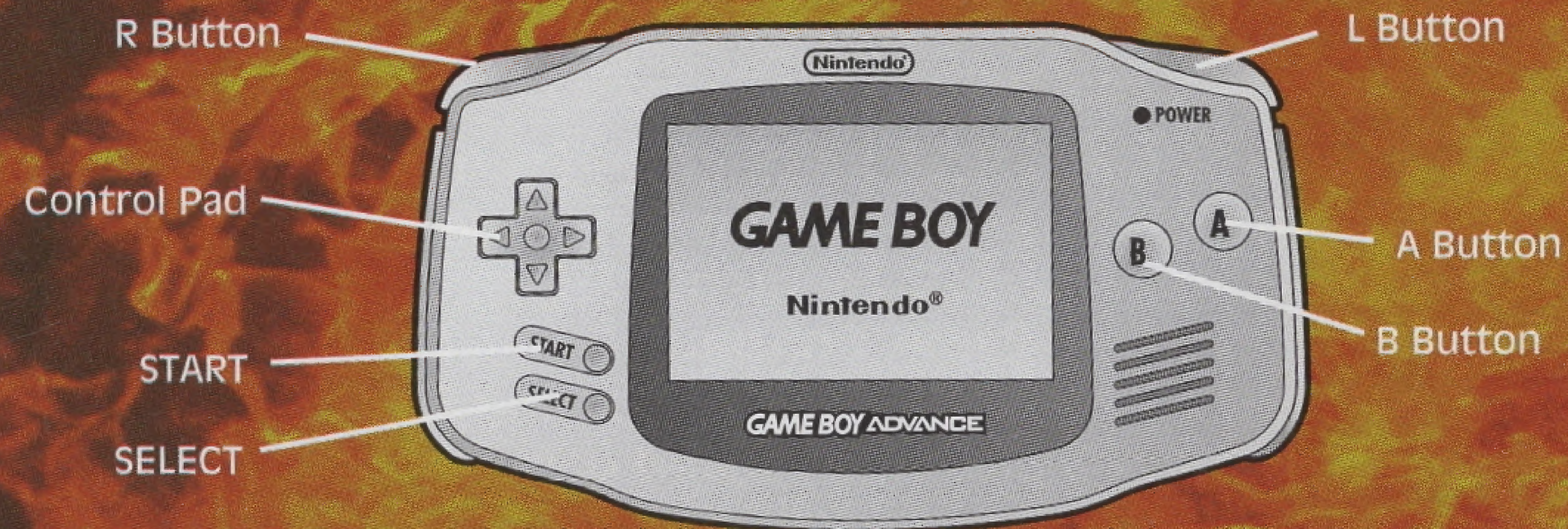


Insert the *Spyro: Season of Ice™* Game Pak in the Game Boy® Advance and turn the system on. Press **START** on the Title Screen to begin the game. Once the main menu has appeared you will have four choices—New Game, Continue Game, Options and Dragonfly X. Select New Game to begin playing *Spyro: Season of Ice™*. If you have a previously saved game, choose Continue Game. Choose Options to adjust music and sound effects as well as view the game credits. Dragonfly X is locked, but you never know what will happen once you save all the fairies and collect all the gems!



Controls

Menu Controls



Start Game/Pause/Return to Game
Highlight menu selection

Confirm selection
Return to previous

START
Control Pad:
Up ▲ Down ▼
Left ◀ Right ▶
A Button
B Button

Game Controls

Spyro The Dragon



Move
Flame
Jump
Glide
Glide, hover and land
Charge/Ram attack
Look around
Select
Start

Control Pad
B Button
A Button
A Button (twice)
A Button three times
R Button while on the ground
L Button while on the ground + Control Pad
Pauses the game and brings up the Atlas
Pauses the game and brings up the
Pause Menu

Sparx the Dragonfly



Move
Fire
Charge
Use Powerup Shot
Slide sideways

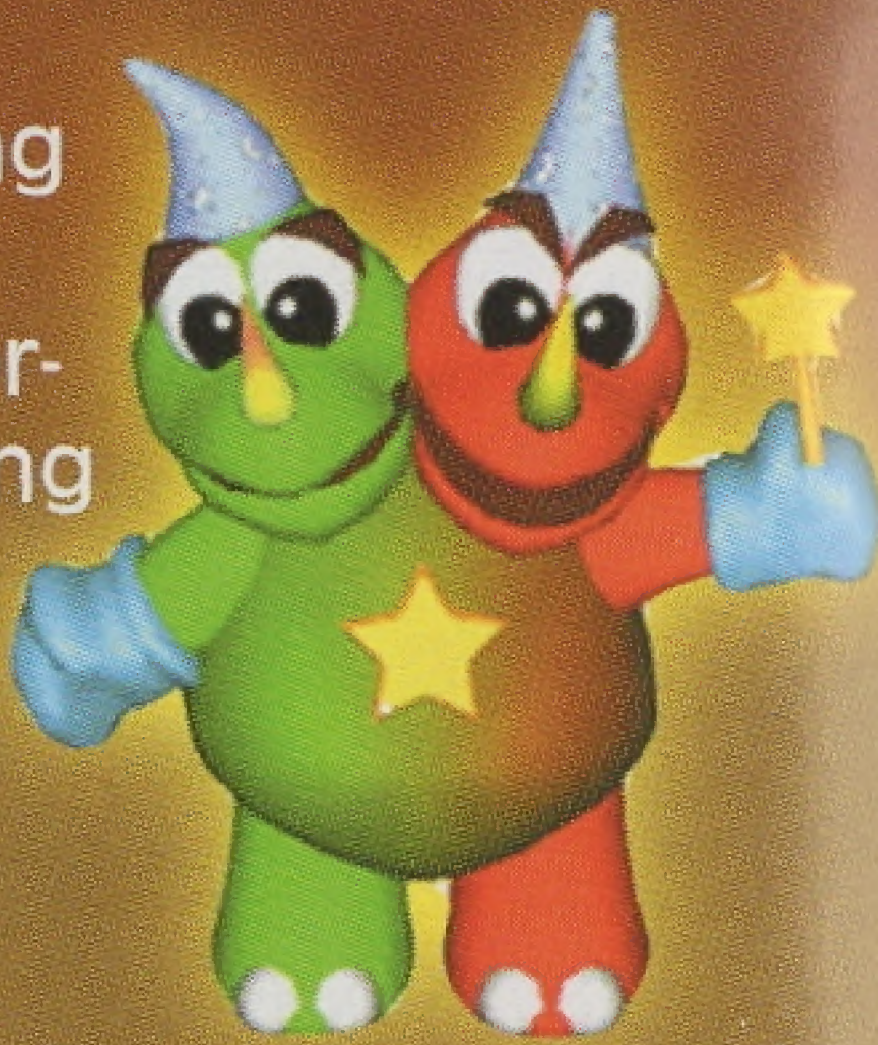
Control Pad
B Button
A Button
L Button
R Button (hold) + Control Pad

THE SEASON OF ICE



After the defeat of the Sorceress, many of her old Rhynoc minions were left out of work or had to take less-than-ideal day jobs. None more so than Grendor, the Rhynoc librarian at the Grand Central Dragon Realms library. A small, meek figure, Grendor never made the cut into the Rhynoc army and desperately longed for a career change.

One day, Bianca spent a few hours in the library researching ideal vacation spots for a trip she was planning for Spyro, Hunter and herself. With all the travel books, Bianca mistakenly left the Sorceress' Spell book behind. Finding the book, Grendor was inspired by an ingenious plan. Flipping through the pages, he found himself a transformation spell to change his meager frame into a towering mass of muscle and brainpower! Wasting no more time, he read the spell aloud; too hasty even to notice the book was turned upside down. Grendor wound up



with bulk and brainpower all right, but in the form of two heads, and a migraine in both of his thick skulls. Frantically Grendor searched for some way out of his terrible predicament, finding only one antidote listed in the appendix...the wings of 100 magical fairies. Grendor captures Zoe and casts a magical spell, freezing the fairies in place throughout all the Fairy Realms.



Using her last bit of magic, Zoe the fairy sends a frantic message to the only one who can help them...

Saving the Fairies

The fairies were frozen wherever they were—right on the spot, so they are scattered throughout the Fairy Realms. Spyro must find all the frozen crystals encasing the fairies and melt them with his fire breath.



Home Worlds, Realms and Portals

Spyro begins his quest in the Seasonal Home World of the Fairy Realms. From here, Spyro will be able to access the other worlds in the Realms through Portals. Some areas will only open after a certain number of Fairies have been rescued.



Portals

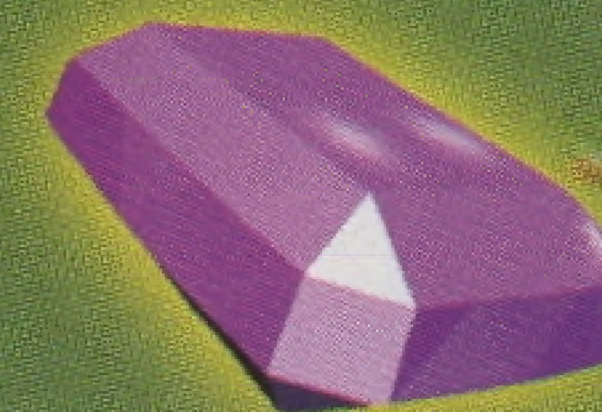
Entering a Portal will transport Spyro to a world where he will meet creatures troubled, bothered and annoyed by the invading Rhynocs. Helping these creatures will make an exit Portal appear, allowing Spyro to return to the Home World. To enter a Portal, just walk or fly into it. Spyro will instantly transport to another realm.

Gems

And then there are always gems to collect. You'll want to gather as many gems as you can carry. Sometimes they are hidden in baskets or vases or a variety of different containers. Charge into or flame those containers to obtain the gems. Moneybags seems to be everywhere these days and his rates are always going up. Collect all the gems you can to afford his special services. To see how many gems you have, press START. Your gem count displays at the top of the screen.



To see how many gems there are in the realm, open the Pause screen (press START) and look at the Atlas. Near the Gem Icon, you'll see the number of gems collected and the total number of gems in that realm.



Speedways

Speedway realms can be found in the Seasonal Home Worlds. Spyro must speed through the course collecting gems, knocking down enemies, and dodging obstacles within a given time limit. Once he makes it through the Speedway the first time, a second harder trial is opened up. Are you up for the challenge?



Sparx Rounds

Sparx has always helped Spyro along the way, but some of the fairies are hidden so well that even Spyro might not be able to get to them. Here Sparx must venture out on his own in order to save the fairies. In these levels, Sparx must battle his way through a vast array of insects and collect keys to progress through the maze of bushes.



Friends of Spyro

Hunter

Besides Sparx, Hunter is Spyro's constant companion and personal trainer, though his new romance with Bianca has made him later than ever. Hunter is always around for some on-the-job training if Spyro needs it.



Zoe

An Autumn Fairy, Zoe has always been there to save Spyro's adventures. Now she needs Spyro's help to save her and the other fairies.



Bianca

The former disciple of the Sorceress, Bianca is now part of the Spyro gang. Her knowledge of spells will help Spyro in his adventure.



Grendor

The former Forgotten Realms librarian has gone mad with the pain in his two heads. Though he's heard accounts of Spyro's prowess from his Rhynoc minions, no over-hyped purple dragon is going to stop him.



Moneybags

A self-made bear and entrepreneur, this penny-pinching ursus arctos has made his fortune on being at the right place at the right time, namely in Spyro's way. For a "reasonable" fee, Moneybags might help you on your adventure.



Spyro's Moves

Flame Attack

The main weapon of every dragon, Spyro's flame attack can be used to scorch enemies, char baskets to find gems and melt the ice holding the fairies.



Charge/Ram Attack



By pressing the R Button, Spyro will lower his horns and charge. His charge attack is especially useful against fire-proof metal and breaking containers to reveal gems.

Glide

Spyro's wings allow him to glide. Pressing the A Button at the height of Spyro's jump will send him gliding in the direction he's facing.



Hover



Sometimes the glide isn't enough and Spyro needs just a little more height to reach his goal. Pressing the A Button again at the end of the glide will cause Spyro to hover.

Spyro's Health

Thanks to Sparx, Spyro can sustain more damage than on his own. Sparx acts as Spyro's health meter. Spyro begins the game with four hit points and four lives. You can be attacked four times before you lose a life. Each time you're attacked, you lose one hit point. Sparx takes care of Spyro's hit points so every time you're attacked—Sparx changes colors. If Sparx loses all his hit points, Spyro is on his own!



Sparx Colors

No Hits

After 1 hit

After 2 hits

After 3 hits

Yellow

Blue

Green

GONE!

Full Health

Getting Shaky

Going...Going...

Fodder



You can keep Sparx nourished with a healthy diet of butterflies. Those cute little bunnies and sheep wandering the Realms are fodder for dragonfly snacks! Flame or charge them to release a butterfly which will restore Sparx's health by one point. Sometimes, you may be able to find a full-life butterfly, which gives Spyro an extra life.

The Atlas



The Fairy Realms are vast and Spyro could easily miss a frozen fairy. By pressing SELECT, you can access the Atlas where you can keep track of many important details, such as:

Your current fairy and gem count or see how many are left to find. See the worlds you have visited and those which you have yet to explore. Turn the page by pressing the Control Pad left, right, or up, down to scroll. Check the completion percentage for the worlds you have visited. The Atlas can also be accessed through the pause menu.

The Pause Menu

From the Pause screen you can:

Continue the game

Save the game

Open the Atlas

See how many gems and fairies you have collected so far.

Open the Options menu

Make Sound Adjustments

View the Credits

Saving and Loading Game Data

Leaving a world will automatically save your game.

You can also save game data on the Options screen of the Pause Menu. Press START to pause the game. Select OPTIONS SAVE GAME and press the A Button. Your progress will be automatically saved.

To load a saved game, choose Continue Game from the Main Menu screen. You will begin your game from the last fairy home where you saved. Or you can erase a saved game and start over.

Like the Game So Far...

Then log onto www.spyrothedragon.com now and check out some cool things that Spyro and his friends are up to, including:

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Browser Skins
Screensavers
AND TONS MORE!!!

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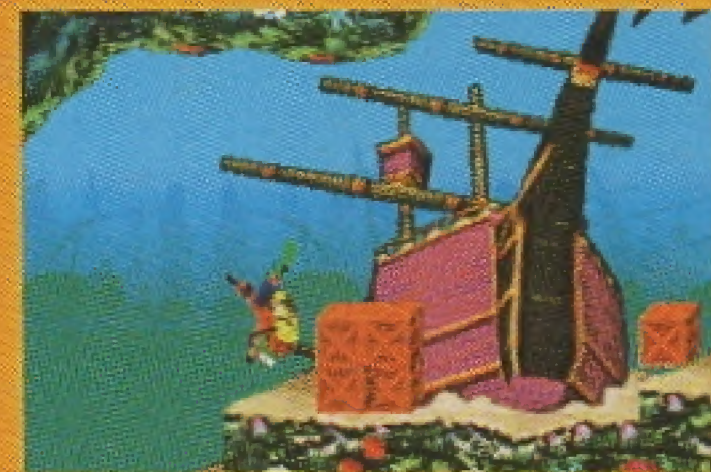
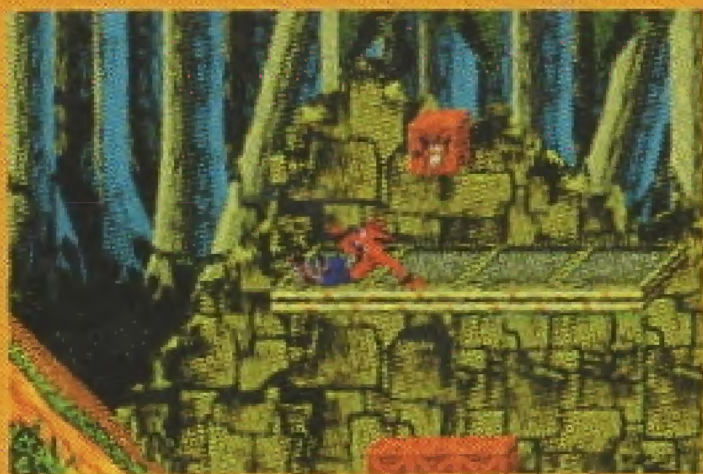
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